

AMENDMENT TO THE CLAIMS

Claim 1. (currently amended) Method for conducting a game for one or more players, comprising

(A) providing plural sets of contest elements for such game in which the contest elements include:

(i) a surface area with playing indicia, and in which

(ii) each such set includes a plurality of identical subgroups of contest elements

of:

(a) selected coloring, and

(b) selected repetitive playing indicia on such surface area;

(B) providing a game controller to distribute contest elements to each player in the game;

(C) establishing a table of values for winning combinations of contest elements,

(i) such table of values including at least one combination consisting of a sequential series of indicia in which the last element of such series corresponds to the highest order of such indicia, with all elements of the same color, and;

(ii) such table of values including at least one combination consisting of a sequential series of indicia in which the first element of such series corresponds to the lowest order of such indicia, with all elements of the same color; wherein

(iii) such winning combination according to (i) and (ii) is a higher ranking combination than a combination consisting of a sequential series of indicia in which the first element of such series does not correspond to the lowest order of such indicia or the last element of such series does not corresponds to the highest order of such indicia, with

all elements of the same color;

(D) distributing, by means of such controller, a selected number of contest elements to each player, with each player receiving the same number of contest elements;

(E) enabling each player to evaluate the combination of such received contest elements based on such table of values to elect whether or not to reject one or more contest elements;

(F) permitting each player to selectively reject, for return to such controller, from zero to all contest elements obtained in Step (D);

(G) distributing additional contest elements, by such controller, to each player corresponding to the number of contest elements, if any, rejected in Step (F); and

(H) evaluating the combination of contest elements held by each player against such table of values.

Claim 2. (original) The method of Claim 1, in which the number of sets of contest elements is at least five.

Claim 3. (previously presented) The method of Claim 1, in which the contest elements comprise, colored balls.

Claim 4. (previously presented) The method of Claim 1, in which such repetitive playing indicia comprise representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

Claim 5. (previously presented) The method of Claim 1, in which the number of contest elements distributed to each player, is selected from the group consisting of three, four and five.

Claim 6. (previously presented) The method of Claim 1, further comprising the steps of:

(I) permitting each player to place a wager at the beginning of the game; and

(J) paying, by such controller, each player having a winning combination of contest elements, as determined by the table of values according to the player's wager.

Claim 7. (previously presented) The method of Claim 1, in which such game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claim 8. (original) The method of Claim 6, in which such game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claims 9-10. (canceled)

Claim 11. (currently amended) Method for conducting a wagering game for one or more players, comprising

(A) providing five sets of balls for such game in which,
each such set includes ten balls:

- (i) of unique coloring, selected from the group consisting of
 - (a) black;
 - (b) red;
 - (c) yellow;

(d) blue; and

(e) green;

(ii) having selected repetitive playing indicia on their surface area comprising representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9;

(B) providing a game controller;

(C) establishing a table of values for combinations of balls,

(i) such table of values including at least one combination consisting of a sequential series of indicia in which the last element of such series corresponds to the highest order of such indicia, with all balls of the same color, and;

(ii) such table of values including at least one combination consisting of a sequential series of indicia in which the first element of such series corresponds to the lowest order of such indicia, with all balls of the same color; wherein

(iii) such winning combination according to (i) and (ii) is a higher ranking combination than a combination consisting of a sequential series of indicia in which the first element of such series does not correspond to the lowest order of such indicia or the last element of such series does not corresponds to the highest order of such indicia, with all elements of the same color;

(D) permitting each player to place a wager at the beginning of the game;

(E) distributing, by means of such controller, three balls to each player;

(F) enabling each player to evaluate the combination of such received balls based on such table of values to elect whether or not to reject one or more balls;

(G) permitting each player to selectively reject, for return to such controller, from zero to all balls obtained in Step (E);

(H) distributing additional balls, by such controller, to each player corresponding to the number of balls, if any, rejected in Step (G);

(I) evaluating the combination of balls held by each player against such table of values;
and

(J) paying, by such controller, each player having a winning combination of balls, as determined by the table of values according to the player's wager.

Claims 12-15. (canceled)

Claim 16. (previously presented) The method of Claim 11, in which such game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.